* Objects
  + Attributes
  + Behaviors
* Objects respond to messages

|  |
| --- |
| * Sample |
| * -field:String |
| * +getfield():String * +setfield(String): void |

* class name
* fields/attributes
* methods/message  
  Dog dog1 = new Dog();
* Dog dog2 = new Barkless();
* Dog1.bark();
* Dog2.bark();
* Overloading-multiple methods in the same class w/ different signatures
* Overriding-same methods/sig in related classes(polymorphism)